

\*----- ST REPORT INTERNATIONAL ONLINE MAGAZINE -----\*  
"The Original 16/32bit Online Magazine"  
from  
STR Publishing  
"

August 28, 1992

No.8.35

STReport International Online Magazine  
Post Office Box 6672  
Jacksonville, Florida  
32205 ~ 6672

R.F. Mariano  
Publisher - Editor

Voice: 904-783-3319 10 AM - 4 PM EST

Support BBS Network System  
\* THE BOUNTY BBS \*  
\* TURBO BOARD BBS SYSTEM \*  
FNET 350 ~ Fido 112:35 ~ TNET 100:2/0  
904-786-4176 USR/HST 24hrs - 7 days  
1200 - 19.2bps V.32 - 42 bis 16.8 Dual Standard  
FAX: 904-783-3319 12 AM - 6 AM EST

FNET.. 18 ~ TNET 100:3/0: ///Turbo Board BBS Support...1-416-274-1225  
FNET.. 75 ~ TNET 100:28/0 Bloom County BBS.....1-415-965-9347  
FNET. 350 ~ TNET 100:2/0 The Bounty \*<Home of STR>\*...1-904-786-4176  
FNET. 489 ~ TNET 100:22/0 Steal Your Face BBS.....1-908-920-7981  
FNET 1031 ~ TNET 100:1/0 <<< INTERNET - UK>>>.... 011-44-296-395-935

> 08/28/92 STR 835 "The Original \* Independent \* Online Magazine!"  
"

- The Editor's Desk	- CPU Report	- PORTFOLIO NEWS
- FALCON 040?	- People Talking	- WAACE'92
- ATARI'S WAY	- TREASURE CHESTS	- FALCON POWER
- FALCON VIDEO	- GLENDALE NEWS	- STR Confidential

-\* EYEWITNESS DUESSELDORF COVERAGE \*-  
-\* USR --> 28.8 KBS! \*-  
-\* MANNY'S NYC MIFFED! \*-

ST REPORT INTERNATIONAL ONLINE MAGAZINE  
The Original \* Independent \* Online Magazine  
-\* FEATURING WEEKLY \*-

"Accurate UP-TO-DATE News and Information"  
Current Events, Original Articles, Tips, Rumors, and Information  
Hardware - Software - Corporate - R & D - Imports

STReport's BBS, The Bounty, invites BBS systems, worldwide, to participate in the Fido/TurboNet/Atari F-Net Mail Network. You may also call our BBS direct at 904-786-4176, and enjoy the excitement of exchanging information relative to the Atari and other computers worldwide through the use of

excellent International Messaging Networks. SysOps, worldwide, are quite welcome to join the STReport International Conferences. The Crossnet Code is #34813, and the "Lead Node" is # 350. All BBS systems are welcome and invited to actively participate. Support Atari Computers; Join Today!

=====

CIS ~ GENIE ~ DELPHI ~ BIX ~ FIDO ~ FNET ~ TNET  
EURONET ~ CIX ~ CLEVELAND FREE-NET ~ INTERNET

=====

COMPUSERVE WILL PRESENT \$15.00 WORTH OF COMPLIMENTARY ONLINE TIME

to the Readers of;

ST REPORT INTERNATIONAL ONLINE MAGAZINE  
"The Original 16/32bit Online Magazine"

NEW USERS; SIGN UP TODAY!

CALL: 1-800-848-8199 .. Ask for operator 198

You will receive your complimentary time  
and  
be online in no time at all!

WHAT'S NEW IN THE ATARI FORUMS (August 28)

NEW GIF IMAGES WANTED!

In conjunction with the Graphics Forums, the AtariArts Forum is participating in the GO GRAPHICS compendium on a quarterly basis. This compendium catalogues the best GIF images from a multitude of CompuServe Forums and is mailed to thousands of subscribers each quarter.

We're searching for new GIF images to include in this catalog! The staff of the Atariarts Forum will be offering gifts of free access to Atariarts/Ataripro Forums to the uploaders of the best images. Please read message # 33672 in the Atari Arts Forum (GO ATARIARTS) for more information.

FORBES ARTICLE AVAILABLE ONLINE

The recent Forbes article about Atari Corp. is now available in LIBRARY 15 of the Atari Arts Forum (GO ATARIARTS) as filename FORBES.ARC. You've heard many people talking about it, now read it in full.  
NEW FROM ICD

ICD has uploaded the press release for their new "Link" SCSI host adaptor, now in LIBRARY 7 of the Atari Vendors Forum (GO ATARIVEN).

ATARI CLASSICS MAGAZINE

The user-based campaign to create a dedicated 8-bit magazine yields real results! ATARI CLASSICS magazine is a go. See ACANN.TXT in LIB 7 [News & Reviews] of the Atari 8-Bit Forum (GO ATARI8) for the Official Announcement.

THE ATARI PORTFOLIO FORUM ON COMPUSERVE  
HAS BEEN DESIGNATED AN  
OFFICIAL SUPPORT SITE BY ATARI CORPORATION

"GO APORTFOLIO TO ACCESS THE ATARI PORTFOLIO FORUM"

\*\*\*\*\*

> From the Editor's Desk                      "Saying it like it is!"  
    "\*\*\*\*\*"

    This is the week... Duesseldorf! The Atari Show of Shows. Of course, STReport was there in the presence of the very capable Oliver Steinmeier. The report he filed indicates Atari means business... Now, whether its "business as usual" or "business" has yet to be seen. For the sake of the loyal userbase, and its dealers we hope Atari is on the "new" course we have all been waiting for.

    In any case, the Falcon is a delightful entry level home entertainment computing center. Its the ideal mail order and mass merchandising product in the computing world. What a concept! The Falcon 030 revitalizes Atari and thus, enables the company to present the fabled 040 two piece unit and so forth. It'll be nice...

    Ralph @ STReport International Online Magazine

\*\*\*\*\*

STReport's Staff                              DEDICATED TO SERVING YOU!  
    "\*\*\*\*\*"

    Publisher - Editor  
    "\*\*\*\*\*"  
    Ralph F. Mariano

PC DIVISION	AMIGA DIVISION	MAC DIVISION
-----	-----	-----
Roger D. Stevens	Charles Hill	R. ALBRITTON

STReport Staff Editors:  
    "\*\*\*\*\*"

Lloyd E. Pulley Sr.	Dana P. Jacobson	Michael Arthur
Lucien Oppler	Brad Martin	Judith Hamner

John Szczepanik      Dan Stidham      Joseph Mirando  
Steve Spivey      Doyle C. Helms

Contributing Correspondents:

\*\*\*\*\*

Michael Lee	Richard Covert	John Deegan
Brian Converse	Oliver Steinmeier	Tim Holt
Andrew Learner	Norman Boucher	Harry Steele
Ben Hamilton	Neil Bradley	Eric Jerue
Ron Deal	Robert Dean	Ed Westhusing
James Nolan	Vernon W. Smith	Bruno Puglia
	Clemens Chin	

IMPORTANT NOTICE

\*\*\*\*\*

Please, submit letters to the editor, articles, reviews, etc...  
via E-Mail to:

Compuserve..... 70007,4454  
Delphi..... RMARIANO  
BIX..... RMARIANO  
FIDONET..... 112/35  
FNET..... NODE 350  
NEST..... 90:19/350.0  
GENie..... ST-REPORT

\*\*\*\*\*

"There is no comparison! The Atari Falcon  
is far superior to the PC platform."

Sam Tramiel, 08/92

\*\*\*\*\*

> CPU STATUS REPORT  
=====

LATE BREAKING INDUSTRY-WIDE NEWS

Issue #35

Compiled by: Lloyd E. Pulley, Sr.

-- IBM Raises Hardware and Software Prices

While most of the market is lowering prices, IBM has hiked prices 3% on most of the hardware products it sells in the US, and increased software prices 5%.

IBM says the only products excluded are: RISC System/6000, PS/1 and PS/2 computers, System/88, Token Ring adapters; network processors routers and concentrators; midrange printers; AS/400 DASD; retail point of sale terminals; and OS/2, DOS and RISC System/6000 (AIX) operating software.

## -- Leading Edge Cuts Prices

Computer maker Leading Edge Products Inc. has joined the price cutters, today announcing it is reducing costs of its product line by up to 30%.

## -- Gateway Ships 2 3/4 Pound Notebook

Gateway 2000 has began shipping its 2.75-pound, \$1,295 notebook called the HandBook, which measures under 10-by-six inches. The system, which has a meg of RAM expandable to 3MB and a 40MB hard drive, is built around Chips & Technologies' PC-Chip processor and comes with DOS 5.0, Microsoft Works, Laplink XL and Central Point's Desktop personal information manager.

## -- Nintendo Patents 3D Technology

Nintendo Co. Ltd. is said to have come up with a new special effects "Super FX" custom microchip that allows its Super Nintendo Entertainment System to offer true three-dimensional effects.

Nintendo President Hiroshi Yamauchi introduced the proprietary 3D chip, based on reduced instruction set computing (RISC) architecture, at Tokyo's Shoshikai Software show.

Reports from Nintendo of America Inc. say, "The Super FX chip will perform such high-level mathematical functions as texture mapping, shading and real-time 3-D perspective" and that the first game using the new technology will be released by February.

Yamauchi also said Nintendo will incorporate a new, custom 32-bit processor for use with its CD-ROM accessory, saying this will provide a quantum leap in the performance of video games over the Super NES system.

Nintendo of America said its largest retail customers were reporting sales of its 16-bit hardware for video games are more than double initial projections.

## -- Apple Sets New York Launch for New Mac

Apple USA President Bob Puette and Vice President Keith Fox say they will be on hand next month for the New York City launch of a new line of Macintosh systems they say are designed for families that are first-time computer buyers.

In a statement this week, Apple also said it will announce "a new distribution and support strategy which targets the consumer marketplace."

The Mac launch is scheduled for Sept. 14 at the New York Public Library on Fifth Avenue at 42nd Street.

## -- Electronics Jobs Down by 15,000



On CompuServe

-----

compiled by Joe Miranda

From the Atari Productivity Forum

=====

Technology changes. What was top-of-the-line state-of-the-art yesterday is antiquated today. I remember well the day that I heard that the ST would have a double sided double density floppy drive. 720 K was a lot of storage room. Most other computers only had 360 K disks back then. Hard drives were still pipe dreams for all but the rich. And even then, a 5 meg hard drive was "life in the fast lane". Well friends and neighbors, times change quickly. Since the 1040 ST was introduced, high density floppies have taken over. 1.44 meg of information on a 3 1/2 inch disk! But wait, 2.88 meg floppies are just around the corner. It can't get any better than this, right?

WRONG! David D. Hagood tells Albert Dayes of Atari Explorer Magazine:

"I got some information from a place called PLI: they are going to release a floptical package for the ST. The package will include a driver so that you could stick a 720K or 1.44 in the drive and read it, then stick a 20M Floptical in the drive and read that (or the reverse order). The company's address and phone number are: Peripheral Land Incorporated 47421 Bayside Parkway Fremont, CA 94538 BBS: (510)-651-5948 Tel: (800)-288-8754

Call them and get the info packet from them! After all, if they get TONS of calls about Atari stuff (and tons of sales) they will be all the more likely to support us!"

Albert replies:

"That will be great if the floptical's price is under \$300 or so. Thanks for the phone number for PLI too."

Most of us know that some ports on the ST are not exactly like those of other computers, either in form or function. Debbie Hastings asks about the cables themselves:

"Could you please tell me if the Parallel and serial cables that are used by the Atari computers are the same or different from the ones that an IBM uses...If they are different, will I hurt either my Atari or my IBM by trying to use one or the other because I can no longer remember which cable goes with which system?"

Sysop Bob Puff tells Debbie:

"Hi Debby,

Yes, you may use the same Parallel and Serial cables that are used by IBM machines having the same connectors. Fear not! :)"

It's always good to check on things like that before you try it out. That applies not only to cables and such, but also to computers and monitors. Boris Molodyi tells Dan McNamee, Atari Softsource Administrator:

"I do not know exactly whom at Atari should I ask, but I'll ask you ;-) I'm still getting nasty interference waves on screen. They seem to become stronger when program runs in TT RAM. With no hard drive connected, it's a bit better.

We (dealer and me) tried using another TT (poor guy now has TT with no sale for it), another drive etc. etc. Nothing helped. He told that my only option is to yell at Atari directly, which I do <g>. Any ideas as what can I do? I do not want to go blind any time soon. With best wishes again."

Dan tells Boris:

"Where do you have your monitor in relation to the computer? Can you move it away from the computer at all? Mine is sitting slightly back and about 5 or 6" above the computer on a shelf. If that doesn't help, you might try some aluminum foil between the two.

I do get a little screen interference when I load something into TT RAM, but once it's done loading, the interference goes away."

Although the flurry of news has died down some about the FALCON, there are still plenty of questions to be asked. One important question is asked by Michael Lynch:

"This may be the wrong section for this question(somebody slap me around if it is), but since we're talking about the Falcon, I'm wondering if it will work for my purposes. I now have a 1040STf and want to upgrade. 80% of my work is with Notator 3.1 from C-LAB, a MIDI sequencer. I also use it for WP, and enjoy Animation, CAD and DP programs in my spare time. I desperately need more RAM, I have only 1 Meg now, but people tell me memory upgrades for the 1040 are a disaster. I also hate the damned keyboard, and the design of the box.

I looked at the TT but I hear because I have a dongle, the TT is not able to access it or something like that. I have also looked and will probably buy a Mega4STe w/ a built in 50 meg drive, San Jose Computer has quoted me \$995.

My question is: what computer should I buy? Is the Falcon the machine for me? Money is no object, I want the fastest machine I can buy, while staying on the Atari platform.

-ML

P.S. Someone told me Motorola now has a 050 chip. Is this true? Any



future plans for Atari to make the TT/050 or the FALCON/050?"

As helpful as ever, John Townsend of Atari answers:

"It sounds like the MegaSTE may be the choice for you. Especially if you need the machine right away. Sam has stated that Falcon030 won't be available in the USA until October. If you need further data on the Falcon030, please don't hesitate to ask."

Michael says of Notator on the FALCON:

"I assume it worked? Every version of Notator that has been realized has had the stupid dongle(sorry, let my opinion of them ooze out). More than likely you tried it with 3.0 or 3.1, they are the most popular. The FALCON sounds like a nice machine, but \$799 for only 1 Meg and no hard drive...

The Mega4 w/ 50 Meg hard drive for \$995 sounds like a heck of a deal. The Mega also runs at 16Mhz right? So, could somebody explain to me again what the FALCON has over the TT and STe's?"

Jeff of INTERSECT Software answers Michael's last question simply and understandably:

"The Mega is a 16 Mhz 68000 running on a 8 Mhz machine. The Falcon is a 16 Mhz 68030 running on a 16 Mhz machine. You really can't compare the two machines."

From the Atari Arts Forum  
=====

Judy Golick asks:

"I am still looking for a summary of ST graphic file types. I don't need the actual data format. Just a short description of what the various extensions imply. .PI?, .IMG, .GEM, .GIF, etc."

Sysop Bob Retelle gives us all a pretty good primer on graphics formats:

"First, GIF means Graphics Interchange Format.. it was actually invented by CompuServe to allow graphics images to be shared among all types of computers. The images, no matter what kind of computer created them, are compressed using an LZH type of compression routine, with information about the original resolution and number of colors stored in the file header. Then a GIF file viewer on whatever kind of computer you want to use to view the files can uncompress the image and fit it to whatever the best resolution that computer can display.

PI? means that the picture was created by DEGAS, one of the original ST drawing programs. The last character of the filename extension indicates the resolution of the picture: PI1 means low resolution, PI2 means medium res, and PI3 is high resolution.

PC? means the picture was created by DEGAS ELITE, the updated version of DEGAS. The "C" in the extension means "compressed".. DEGAS files originally all took up 32K each.. the compressed files of DEGAS ELITE use considerably less. The "?" means the same as it does in DEGAS.

TNY (not seen very much any more) indicates a DEGAS style picture which has been compressed with a proprietary utility called "TINY", created by Dave Mumper.. also TN2, which was an updated version of the program.

I think I'd better let someone else cover .GEM and .IMG formats.. I only have a somewhat hazy understanding of those.."

Sysop Keith Joins picks up where Bob left off. Hey, what is this? Tag-team Sysop night? ;-) And for those of you who don't know, the ;-) symbol represents a smiley face indicating a joke has been made. Anyway, back to Keith's information:

"GEM graphics are based on object information rather than pixel information. They use lines, arcs, circle, etc. and usually give better results over a wider range of sizes. Not sure on IMG format either."

Since Antic Software no longer exists, the programs that they sold have become scarce. Donald Zipf asks:

"Hey, can someone tell me whether or not Spectrum 512 is still available, commercially or as shareware or whatever? If so, where can I get my hands on it?"

Ray Parnell answers:

"Spectrum 512 is indeed available on one of the cover disks of the current (September) issue of ST Format. I can pass you the relevant UK addresses to contact if it would help."

From the Atari Vendors Forum  
=====

One of the nicest things about Gribnif Software is the fact that they are always open to suggestions for new features for their programs. Not only has this made Gribnif popular among its customers, but it has made for



D.A. Brumleve	Debonair Software
Fair Dinkum	ST Informer Magazine
Atari Interface Mag	Clearthinking
Oregon Research	Auccusoft ST
Taylor Ridge Books	eSTeem Software
Joppa Software Development	STReport International Online Magazine
Rising Star Computers	Computer Studio
Missionware Software	

Interest has certainly picked up in the last week. If your name does not appear here as firmly committed, then your check has not arrived yet. If you are not listed as having indicated interest then WAACE hasn't heard from you at all yet

Remember, the 30% discount rate offer expires the 31st of August. Your check for one half of the discount price must be here by the 31st of August or you must pay the full price.....

Due to increased costs of this years show and some abuses last year, WAACE decided many months ago to not offer free fest tickets to Sheraton Reston hotel guests this year. We simply are not able to afford that benefit this year. WAACE is striving to maintain all other benefits for this years show. Vendors of course receive two show passes for the first tablthey purchase and volunteers who work at the show also receive free passes. If you plan to be a hotel guest and would like to volunteer to work on the show you could qualify for a free pass. Pleas let me know if you fall into this area. WAACE needs workers for registration snd other activities...

To those people traveling to the Fest by Train....

To get to the Sheraton Reston hotel take the Red line train marked "Shady Grove" to METRO STATION and transfer to the Orange line train marked "Vienna". Proceed to the WEST FALLS CHURCH station and get off. Take the Metro Bus number 5S and marked "Reston/Herndon" and get off at the stop marked COLT'S NECK ROAD and SUNRISE VALLEY DR.... The hotel is just one block away from this stop. Busses run into the evening and start at 0930 Saturday Morning.....

The cost of the conference areas of the Hotel are tied on a sliding basis to the number of room nights we sell. To minimize the facilities cost we need to sell 400 room nights. So far we have only sold 109 room nights. Please help by making your reservations now. Room rates and availability are only guarenteed until 21 September... Rooms after that time will cost more so act now!!!

Russ Brown WAACE Gen Info Spokesman

\*\*\*\*\*

IMPORTANT NOTICE!  
=====

STReport International Online Magazine is available every week in the ST Advantage on DELPHI. STReport readers are invited to join DELPHI and become a part of the friendly community of Atari enthusiasts there.

# SIGNING UP WITH DELPHI

=====

Using a personal computer and modem, members worldwide access  
DELPHI services via a local phone call

## JOIN -- DELPHI

-----

Via modem, dial up DELPHI at 1-800-695-4002

then...

When connected, press RETURN once or twice

and...

At Password: type STREPORT and press RETURN.

DELPHI's Basic Plan offers access for only \$6.00 per hour, for any  
baud rate. The \$5.95 monthly fee includes your first hour online.

If you spend more than 200 minutes online a month, you'll save money  
by enrolling in DELPHI's optional 20/20 Advantage Plan. You'll enjoy up  
to 20 hours online each month for the ridiculously low price of just  
\$20.00! And if you go over that 20 hours, the rate goes up to only \$1.20,  
still 1/5th the price of other services.

There is no signup fee for joining the Basic Plan. There is a fee of  
\$39 when you join the 20/20 Advantage Plan, a one-time \$19 signup fee and  
your first month's \$20 fee.

These connect rates apply for access via Tymnet or SprintNet (within  
the continental United States) during home time (7 p.m. to 7 a.m. weekdays  
and all day weekends) or via direct dial around the clock. Telecom  
surcharges apply for daytime or international access via Tymnet or  
SprintNet. See Using DELPHI online for detailed information on telecom  
surcharges.

For more information, call: DELPHI Member Services at 1-800-544-4005

DELPHI is a service of General Videotex Corporation of Cambridge, Mass.

## :IMPORTANT ANNOUNCEMENT:

DELPHI INTRODUCES THE 10/4 PLAN.

Effective July 1, 1992, all Basic Plan members will be upgraded to the  
10/4 Plan and receive 4 hours of usage each month for only \$10! For full  
details, type GO USING RATES. SprintNet home time to begin at 6:00 p.m.!  
Effective July 1, 1992, you may access DELPHI via SprintNet beginning at  
6:00 p.m. local time without incurring a telecom surcharge. To find the  
SprintNet node nearest you, type GO USING ACCESS.

Try DELPHI for \$1 an hour!

For a limited time, you can become a trial member of DELPHI, and  
receive 5 hours of evening and weekend access during this month for only  
\$5. If you're not satisfied, simply cancel your account before the end of  
the calendar month with no further obligation. If you keep your account  
active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan,  
where you can use up to 4 weekend and evening hours a month for a minimum  
\$10 monthly charge, with additional hours available at \$3.96. But hurry,  
this special trial offer will expire soon! To take advantage of this  
limited offer, use your modem to dial 1-800-365-4636. Press <RET> once

or twice. When you get the Password: prompt, type IP26 and press <RET> again. Then, just answer the questions and within a day or two, you'll officially be a member of DELPHI!

DELPHI- It's getting better all the time!

\*\*\*\*\*

> AN "OPINION" STR FOCUS! "Atari isn't a large company"  
"\*\*\*\*\*"

ATARI'S WAY  
=====

by Gordon W. Meyer

The following is an opinion. Specifically, my opinion. It doesn't necessarily reflect the views of the management of this SIG, nor the management of this service. But, it is a result of much consideration on my part, and I have not arrived at it frivolously.

I've been an observer of the Atari community for about a decade now. In all those years, I have heard much discussion about how Atari has failed to properly support its users. It seems to arrive in waves, with blame being cast on everyone from an allegedly unscrupulous local dealer to the highest levels of Atari management. Yet, in all those years, I can remember only a very few instances where all that discussion has led to any positive change. But, I remember many instances of hard feelings and escalated conflict, that did little to make the life of the average Atari owner any better.

As in most 'Atari vs. the User' situations, I find myself a little confused. While we all have a right to have an opinion about how any company does business, the reality of it is that a company does business in the way it sees fit to do so.

I seem to always find myself translating things into terms that I'm more comfortable with, and once again, I'm going to do just that. I operate a restaurant, and deal with customers on a face-to-face basis almost every hour I work. And, while I'm aware that the customer is the focus for my business, without whom I wouldn't have a job, I am also aware that there are some people who I don't really care to have as customers. I have no responsibility to cater to every whim of every person who walks through my door. I have a product to sell, one I'm proud of. But, if it isn't what a person wants, I can live with the knowledge that there is someone out there who doesn't like what I sell. It doesn't make sense for me to alter my product, just to please one person, who may or may not return. While the customer is the focus, profits are the motivation.

I've had customers come up and tell me I should do this or do that to

improve my business. While I appreciate their suggestions, and listen to them, I am the only one who can decide whether my business needs improvement or not. Most people outside the restaurant business have little concept of the costs involved in operating a restaurant, and so, aren't always in a position to intelligently make suggestions about how things should be done. Often, what they think would be an improvement would prove to be a major expense, with little return. Anything I add must be weighed pro against con. And if it fits with the concept, and it would physically fit somewhere, and would provide enough income to pay its way, and wouldn't detract from the existing products, then maybe, if I can afford it and the promotion it would need to be introduced, I'll add something. But, as a small business owner, I can't afford to take risks with either my proven products or my finances. Any changes must be looked at long and hard before being made.

I would assume similar decisions are made at Atari, with the same careful consideration. That little feature that some user thinks would be a wonderful addition to the STe might only add \$5 to the production cost of a machine. A pittance! But, when you're building 50,000 or 500,000 machines, that little \$5 starts to add up to real money. And unless it can increase the usefulness of the machine to the majority of the users, can it really be justified? Bells and whistles are nice, but add little real value to a machine. And, with Atari's small size, value is more important than gewgaws.

That concept of value has a major impact on upcoming Atari products. The Falcon is intended as a mass market, low end machine. It has improved graphics and sound, which are important to finding a place in the multi-media market that seems to be on the horizon. To sell a product in that market, certain concessions to economy must be made. One complaint about the announced configuration of the Falcon is that it will reside in the old 1040 case, with its built-in keyboard. That's the kind of concession that keeps the Falcon's price within the range it needs to be, to sell as a mass market, low end machine. Designing and producing a new case is expensive. Dave Small estimated that the molds for the 1040 case must have run in excess of \$100,000, based on his experience with the case for the Spectre GCR. That might not be a lot of money to IBM or Apple, but it represents a major sum to Atari. One that couldn't be justified for the Falcon.

Atari isn't a large company. And in the current economy, it has had to get leaner than it might have wanted to. Some services have suffered, but Atari is still in business, making computers that provide a great deal of power at an affordable price, while still being friendly to use. Maybe some of us have forgotten why we bought our Atari's in the first place. Our computers are some of the finest tools available, without being expensive. Just as they were intended to be.

Nobody at Atari ever promised me that I'd be buying the only computer I'd ever need. They didn't say I'd be able to easily upgrade my computer with every new generation of technology. They didn't lead me to believe that my computer was the fastest, or the most powerful, or even the best. They simply sold me a machine that would perform the things I needed a computer for, and perform them well, without making me take out a second mortgage on my house to afford. And it has done just that.

As our computing experience grows, so do our computing needs. While I was perfectly happy with my old desktop publishing program when I started, I outgrew its capabilities. So I got a new program, which has served me well. Now, I find I need more speed from my machine, and will most likely

be getting something to accelerate it. But, that's a result of my growing needs and expectations, not the fault of the computer. Many of us started with some old beater car, and found down the road that we needed, or wanted, something a little nicer, a little faster, and unfortunately, a little more expensive. The same thing happens with our computers. I didn't fault Buick when my '67 LeSabre just didn't cut it any more, and I don't fault Atari that my 1040StE isn't as fast as I'd like it to be. I bought my machine for the set of needs I had at the time. Now, those needs have changed. There isn't any blame to lay at anyone's feet, only reality setting in.

Reality reared its ugly head to the Director of Communications at Atari Computer Corp. recently, as well. It is easy to get caught up in one aspect of the Atari community, especially when it's as engaging and active as telecomputing is. But, as important as being online seems to be, in reality it is only a small part of the overall Atari experience. According to a survey done by STart magazine back in 1990, less than 43% of their subscribers used one of the national online services. Less than 27% listed telecommunications as one of the first 3 most frequent uses for their computers. That's hardly a major concern. But, Bob Brodie has been taken to task for not spending even more time online. What's the point here? Is it fair to expect a corporate Director of Communications to devote a disproportionate amount of his limited time on something that represents a minor concern for most Atari owners? I don't think so. And evidently neither does the management at Atari.

Some online representation should be available, but it needs to be done with the proper perspective. For the most part, the online regulars are a bit more experienced, more knowledgeable, and have higher expectations of their systems. Perhaps online support should be provided by more technically oriented Atari staffers regularly, with occasional visits by the Director of Communications. Whether Atari has any tech people who have the time to provide such support is another matter. Given the restructuring of the company, uncommitted time must be limited, and is probably spent carefully. Perhaps online support will be seen as a valid expenditure of that time.

There will certainly be those who will view what I've written here as an attempt to excuse Atari's less-than-sparkling performance of late. That is not the intent, however. Too often, we find ourselves caught up looking at trees without being aware of the forest. Taking a few steps back, and trying to get a larger view of the whole situation sometimes brings better understanding of the smaller events that occur. Finding a more effective means of reaching a greater number of users should be seen as a positive step in bettering overall customer relations, instead of a slap at the relatively small number who are currently being reached. After all, shouldn't as many users as possible have access to Atari personnel, as directly as possible?

Don't get me wrong. I have questions about what Atari did in the past. The purposeful non-conformity of many Atari system components seems to have been counterproductive to my eyes. Why wasn't a standard graphics bus adopted? There is a huge number of existing graphics boards available, with a range of resolutions and palettes that we can only dream of having without spending much more than our computers cost. Why develop an entire font standard of their own? PostScript compatibility would have made life much easier, and provided a whole range of existing products to draw from. Why not design the motherboard to utilize as fast a CPU as might be available, without crippling it with slower support chips? In all these cases, the user has been limited in his or her choices about



what kind of machine they want to have. Perhaps the sophistication of the user was underestimated, and it was assumed that such choices wouldn't be desired. But, a base model could have been developed, with the built-in ability for upgrade by owners who so desired, without detracting from the salability of the product. Some effort to do just that was made in the STe, so maybe that closed-end concept that plagued the early mass market STs has changed.

But, all of those are things I have come up with after gaining a certain level of expertise. They weren't part of my original decision at all. So, while I wonder why things weren't done differently, I don't blame Atari for not doing them that way. Hopefully, they will consider that many of their users grow more sophisticated with time, finding they have a need or desire to improve their computers after putting them through their paces for a while. And build a machine that can grow with their users. But, that's something for the future. The Falcon hasn't been released, so whether the evolution of the Atari computer has continued or taken a step back is yet to be seen. We can only hope the tentative steps of the STe haven't turned into stumbles.

#### A Reply to Gordie's Opinions

=====

by Bryan Edwards

After reading Gordie's article(s) on recent Atari bashing, I felt compelled to write an article on how I see things in the Atari world. I know I'm not a major name, but I have owned Atari computers exclusively since 1981 when I used an 800 and 410 cassette drive.

I feel that Atari has had a major problem these past few years, and that has been a fear of risk-taking. I feel Atari has let opportunities go by because of the financial commitment they required, but what Atari ended up with is automatic failure in these areas for not trying.

Look at the Lynx situation. This product was poised to take over the portable market as the only color portable, and the only portable against the GameBoy, but a lack of development dollars left us Lynx owners with only a few unexciting titles for a long time. This opened the door for the Sega GameGear which now enjoys much greater success despite its inferiority.

This is a situation where a firm commitment was needed and not realized. Products do not sell themselves like they used to. Technology has passed the average consumer by. Afraid of making a wrong decision they must make choices based on what they have learned from others and what they have seen in the form of advertising.

What will they hear from others? Ask any 10 people on the street what kind of computer to buy and at least 8 will say to get a PC compatible. 1 or 2 might say get a Mac. The remaining person might say Atari, Amiga or something even less popular, but probably not. Most people don't even know Atari is still making computers. With the Falcon on the horizon, I sincerely hope Atari starts putting their name out there. Maybe not with a full-scale television campaign, but maybe start with popular magazines

(especially non-Atari computer magazines), and include an 800 number to allow people access to more information in case they have no local dealer (very likely).

This will help people say "What about this new Atari computer I've heard about" and put Atari into the equation when people go to buy a computer. Maybe they won't buy an Atari, but they at least thought about it, and they will be more receptive to Atari advertising in the future.

This will require a financial commitment from Atari though. Maybe even a risky one. The computer market gets more competitive every day, and there's no guarantee that Atari or any company that doesn't sell "PC's for less" will be here in the end, but the decision to make a real move can't be put off much longer.

About the Falcon....

The Falcon is a real advance in technology not only for Atari, (who must have some of the world's best engineers hidden somewhere) but for the market as a whole. I do feel, however, that it has some drawbacks which may play a part in it's success.

1. That 1040 case.

I know people who support the case say it's cheaper and that will keep prices down, but unless Atari is only planning to sell Falcons to 1040 owners, the case will get a poor reception. To today's PC buyer, a detached keyboard and roomy case spell "professional", and "business-like". People are buying 486s for their homes, and that means the casual user wants to feel like a power-user. A machine that doesn't look like an oversized 130xe or Amiga 500 is important in providing that new-tech feel. Plus the one piece case just isn't as flexible because it won't support a monitor, and requires that the keyboard stay on the desk. I feel that if an existing case be used, A black TT case would be nice, and hopefully not too much more expensive. Remember, Apple & IBM never use one-piece cases, even for low end systems. Some imitation is in order.

2. A 3rd style of expansion slot.

The Mega ST got the Mega-Bus, the Mega STE and TT got the VME (Motorola standard) bus, and now the Falcon gets it's own bus. I don't know how 3rd party developers are supposed to keep up with the ever changing style of Atari expansion, but this is surely going to keep the price of Atari cards up as each developer has to make 3 versions of each card. I hope the next Falcon returns to a VME style bus so some cards can be made in quantity.

3. Weird connection options.

I don't know what part this will play in the Falcon's success, but I'm troubled by the lack of an external floppy port and ACSI port. While I realize that adapters will be available, are these ports being phased-out? Bravo on the addition of a SCSI port though.

I will be watching with interest to see what happens in the next few months at Atari. The Falcon must bring in some money for a proper launching of the Jaguar. The Jaguar should have a pretty good chance in the fickle game market with the right kind of advertising image.



"In the CCITT, the previously called "V.FAST" standard has gained universal support at the 28.8 Kbps speed," said Dale Walsh, U.S. Robotics vice president, advanced development and participant in the CCITT committee on the 28.8 Kbps standard. "This is how our modular architecture works. The data pump (which executes the modulation and demodulation of the data), and the key controller functions (which perform the data compression, error control and the AT command set) are on one board, making upgrades simple. We can easily make the data pump faster and upgrade the controller functions to keep up with the new speed. It's all in just one small plug-in card."

Because compatibility with CCITT standards is crucial, U.S. Robotics' availability and implementation of the 28.8 Kbps standard will depend on the CCITT's progress. At this time, the standard is expected to define a connect speed of 28.8 Kbps, two times faster than V.32 bis, the fastest CCITT standard now available.

U.S. Robotics is one of the first vendors to announce a program for 28.8 Kbps compatibility. The company has a history of industry "firsts," including the first CCITT V.32 bis modem from a major manufacturer, the first self-managing modem management system and the first portable CCITT V.32 modem.

U.S. Robotics will upgrade any Modem Sharing Kit to 28.8 Kbps. Current Courier models, which have the smaller footprint and a higher, 57.6 Kbps, DCE to DTE (modem-to-computer) interface speed, are also upgradable. The company's upgrade program does not include WorldPort and Sportster modems.

U.S. Robotics Courier modems offer a wide range of features, including fax, remote configuration, and synchronous capabilities. The Shared Access Modem Sharing Kits, which began shipping in March, 1992, allow for the pooling of modems on a LAN so that a LAN user can access them for dial-in or dial-out communications.

The following products will be upgradable to 28.8 Kbps:

Courier V.32 bis, internal and external (57,600 bps versions only)  
Courier HST Dual Standard, internal and external (57,600 bps versions only)  
Courier V.32 bis FAX, internal and external  
Courier HST Dual Standard FAX, internal and external  
Shared Access Modem Sharing Kit Single Port and Dual Port

The long awaited upgrades are finally here! Here is a brief synopsis of the various upgrades and procedures.

U.S. Robotics is offering current participants in our Sysop Program the first opportunity to participate. August 3 - August 21 is just for them! Starting August 24 upgrades are available for all owners of U.S. Robotics Courier Desktop and Internal (PC) High Speed modems. The entire program will last through October 30.

Trade-In: The trade-in gives you the chance to upgrade to the new small footprint architecture with fax. The trade-in involves staying in the same product type. What this means is that if you own an HST, trade-in your old modem for a new 16,800 bps HST with fax! Or, if you own a Courier V.32 or V.32bis, trade it in for a new Courier V.32bis with fax! Dual Standards work the same way. Remember Trade Like for Like. All new modems also come with BlastFax software. Price: \$299

Trade-Up: The trade-up is really more of a trade across. You can go from one product type to any other in the Courier High Speed line. for example, if you own an HST, trade up to a Dual Standard. Own a V.32bis, trade up to Dual Standard. Likewise, own an HST, you can move across to a V.32bis. Any cross over of product type is a trade-up in this program. Just as in the Trade-In, the new modems are the small footprint architecture and include 9600 baud fax and BlastFax software. Price: \$349

V.32 Module: This is the V.32 module upgrade for certain versions of our first generation 14,400 HST modems. Addition of this module makes it a V.32 Dual Standard. U.S. Robotics will also update to the newest code available for that model, including V.42bis where applicable. Contact Customer Service to ensure your modem is available for this upgrade. Price: \$199

Fax Upgrade: We now offer an upgrade for owners of data only versions of the small footprint Courier High Speeds. We will update the modem to the newest available code (DSP and SUPV), add the fax feature and bundle BlastFax software. Price: \$75

You must contact U.S. Robotics Customer Service prior to shipping your old modem to us. You may contact Customer Service either by:

Voice - 800-982-5151 or 708-982-5151

Fax - 708-982-0823 (please include serial #, return phone #, address)

Compuserve 76711,707 (please include serial #, return phone #, address)

We will issue you a reference number that must be placed on the outside of the package. At the time of order we will give you a total price including tax and shipping where applicable. For trade in/up the modem must first come in house and inspected by our repair staff. Once it is approved and the payment option is established (COD, Prepay,\*\* Personal checks add 10 days\*\*) the new modem should arrive in 10-12 working days.

\*\*\* Questions regarding these programs may be directed to U.S. Robotics \*\*\*

Customer Service at:

Voice - 800-982-5151 or 708-982-5151

Fax - 708-982-0823

BBS - 708-982-5092

CIS - 76711,707 or GO USROBOTICS and see TINUP.TXT in  
U.S. Robotics lib (library 4).

U. S. Robotics, Inc., (NASDAQ: USRX) is a leading designer, manufacturer and marketer of data communications hardware and software. Product lines include the Shared Access communications resource-sharing products; Total Control modem management system for central data sites; BLAST software products for terminal emulation, file transfer and remote control; Courier data and fax/data modems for corporate users; WorldPort data and fax/data portable modems for traveling professionals; and Sportster data and fax/data modems for small business, home office and entry-level users. Both corporate headquarters and manufacturing operations are based in Skokie, Ill. U.S. Robotics owns and operates Miracom Technology Ltd., Slough, England, and U.S. Robotics, s.a., Lille, France. The company markets its products to business, industry, government agencies and original equipment manufacturers.



#### Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

#### Graphics:

Super VGA graphics: 640x480 with 256 colors  
True color 16 bit mode allowing a display of up to 65,536 colors  
Accepts external video sync signal to allow high quality genlocking  
Overlay mode for easy video titling and special effects  
Overscan on TV's and ST Color monitors  
262,144 possible colors  
hardware-assisted horizontal fine scrolling  
BLiTTER graphics co-processor

#### Sound features:

Eight 16 bit audio DMA record and playback channels  
Stereo 16 bit digital DMA input  
Stereo 16 bit DMA audio output  
SDMA sound/DMA Coprocessor

#### Standard Ports

SCSI II port with DMA  
High speed LocalTalk compatible LAN  
Connector for analog RGB color (ST or VGA) or composite video  
RS232C serial port  
Bidirectional parallel port  
MIDI IN/MIDI OUT  
Stereo microphone input, miniature stereo plug  
Stereo audio out, miniature stereo plug  
Two joystick connectors  
Two enhanced digital/analog controller/light pen connectors

#### Data Storage

1.44 Mbyte floppy disk drive  
Optional internal IDE Hard Disk

#### System software

Pre-emptive Multitasking with adaptive prioritization (MultiTOS)  
Inter process communication  
NewDesk desktop and eXtensible control panel  
Multiple window user interface; number of windows limited only by memory or software in use.

We see this computer as exceeding all of the multimedia expectations of the computer buying public. As well as being an exceptional value as a home computer system.

#### TRANSLATION:

We are finally catching up with the rest of the computer world.

#### SAM:

Extensive testing with the Falcon has already been done on existing software. We are very pleased with the high degree of compatibility. For instance, PowerNet, a increasingly popular LocalTalk networking solution works fine with no modifications. Calamus SL, PageStream, WordFlair II, Cubase 3.0, STalker 3.0, STeno, Arabesque, and many other well written applications will work perfectly.

#### TRANSLATION:

I will still be able to run all of my neat-o games on it. And, I won't

have to buy a whole bunch of new programs. Besides, it costs a lot less to write an upgrade for an OS that already exists than pay to have somebody write a new one...

Now, for the questions from the audience:

Q:

What type of monitors will work with the Falcon?

SAM:

The Atari Falcon030 will work with any VGA, or Atari ST Color Monitor SC1224 or SC1435

TRANSLATION:

We ran out of money before we got to the monitor stuff.

Q: Suggested retail price?

SAM:

Sorry, tonight we will not be giving out the suggested retail price of the Atari Falcon030. That information will be announced next week.

TRANSLATION:

Our accountants still haven't figured out how we can make a 200% profit on this baby.

Q:

Will there be a trade in plan?

SAM:

It is not our practice to offer a trade in plan directly from Atari.

TRANSLATION:

What planet are YOU from?!

Q:

Why no detachable keyboard?

SAM:

We felt that offering the unit in this configuration was the most cost effective. Also, using the 1040STE case allowed us to save on design costs, as it is the only unit (until the Atari Falcon030) that has analog joy sticks in it.

TRANSLATION:

We still have over 100,000 1040ST cases sitting in a warehouse in East LA.

Q:

Has Atari finally hired a good technical writer, to document system interconnectivity, and add ons?

SAM:

Our developer documentation for the Atari Falcon030 has met with rave reviews from all of the developers that are in possession of an Atari



Falcon030. YES, the documentation is greatly improved.

TRANSLATION:

We had David Small write the manual.

Q:

MultiTOS- how is it configured, ram or rom, and what software will run on it?

SAM:

MultiTOS is a combination of rom and disk based software. Most well written applications seem to work fine. We've made certain that our developers have been closely involved in the enhancements of MultiTOS. I'm confident that it will be HIGHLY compatible with your software library.

TRANSLATION:

It bombs with the new TOS just like everything else you own.

Q:

Is there anything being done with multimedia, and/or speech recognition software?

SAM:

Yes, Multimedia is one of the key area for the Atari Falcon030.

TRANSLATION:

We are still fighting it out with AMIGA for the bottom of the market.

Q:

Will it be advertised? How big is the budget, is there an agency, will it be in mainstream media, or specialty publications?

SAM:

Sorry, we're not going to enter into those kinds of specifics tonight.

TRANSLATION:

No decent ad agency in their right mind would touch our account. Even the people that handled Michael Dukakis laughed when we called.

Q:

Any dealer incentive programs?

SAM:

Again, we will not discuss the marketing issues tonight.

TRANSLATION:

If the dealers are still in business, we figured that they are probably selling more PC's than Atari's anyway.

Q:

Any bundled software with the Falcon?

SAM:

Yes, there will be a number of things packaged with the Atari Falcon030.

There will be a couple of games written especially for the Atari Falcon030...Land Mines, and a BreakOut kind of game. We will also have a Rolodex type of application called Cal/Apt, a calculator application called ProCalc, and a Talking Clock desk accessory.

TRANSLATION:

We went through all of the GENie PD library and found these three programs that run on it.

Q:

Will there be support for the future release of Apple/IBM OS "Pink"?

SAM:

When we see it, we'll answer you. It's still in development.

TRANSLATION:

Gee those guys sure make a lot of new stuff.

Q:

Will it be able to run other operating system and which ones?

SAM:

With plugging in optional third party coprocessor boards, you will be able to run PC type software, and maybe even MacIntosh software.

TRANSLATION:

We hope that Supercharger can be adapted somehow, and that David Small can come up with another miracle.

Q:

Will memory upgrades be through SIMMs?

SAM:

Memory upgrades will be through a "Atari Falcon" ram board.

TRANSLATION:

We are hoping somebody can figure out how to upgrade this thing. So far, we can't. What is Jim Allen's number?

Q:

Sam, congratulations on the Falcon its quite the promising NEW product. I understand 500 are to reach Europe within two weeks. What is the timetable for North America and the States in particular?

SAM:

I'm happy that you have information on what is going to Europe. But, you're wrong, the plans are for North America to have machines by mid to late October.

TRANSLATION:

How did this guy get a hold of my morning briefing?

Q:

What kind of keyboard will the Falcon come with? The old mushy ST-style version, or the newer Mega ST/Mega STE/TT one?

SAM:

The Atari Falcon030 keyboard is the same wonderful keyboard that you can find on a 1040STE.

TRANSLATION:

We have 100,000 keyboards in that East LA warehouse too.

Q:

When will development tools that support the 68030, math coprocessors and DSP56001 be available?

SAM:

The developer machines that have been shipping to select developers for the past few months, have all the tools. A complete 56000 debugger will begin shipping next Thursday.

TRANSLATION:

We expect to see it about the time the CD ROM player comes out!

Q:

How will the TT and the Falcon relate compatibility-wise?

SAM:

They are very compatible. The Atari Falcon030 is actually more STE compatible than the TT030.

TRANSLATION: The folks that bought Mega STE's really got screwed.

Q:

In light of the recent Forbes article, how do you feel the Falcon will do to re-establish Atari in the marketplace? It sounds like the Falcon will be the finest Atari computer yet to come.

SAM:

Regardless of the Forbes article, we feel that the Atari Falcon030 is a giant step in personal computing. It will help Atari re-establish itself in the North American market.

TRANSLATION:

PLEEEEEEEASE BUY THIS COMPUTER.PLEEEEEEEASE!!!

Q:

In a previous message, you said "and maybe even MacIntosh software." Does this mean that the Falcon isn't compatible with Spectre?

SAM:

The Atari Falcon030 does not have an external floppy connector, and this of course makes it difficult to connect the existing Spectre GCR. We simply do not want to comment on Dave Small's behalf. :)

TRANSLATION:

I hope Small can figure out a way around this major goof by the design team.

Q:

Two questions, first off, could you list the various developers which have

been working on products for the Falcon? Any who previously dropped our computer and have show a renewed interest with the Falcon?

SAM:

On the question regarding developers, there are too many to mention now. And yes, some that were not working on our system are now. Such as NeXT developers because of the DSP 56000 which opens the world to really exciting software.

TRANSLATION:

The usual suspects are writing upgrades, and two NEXT nerds that used to work for Atari are writing a shareware midi programs in their garage.

Q:

Sam, all my info may not be accurate, but that is not the question, I asked; "What is the timetable for North America and in particular, the USA?"

SAM:

With all due respect, we've already answered you. The US is part of North America, and we plan mid to late October.

TRANSLATION:

Late October 1994 that is...

Q:

If not tonight, when will we learn what marketing strategy Atari has for the Falcon?

SAM:

We felt that the present ST/STE family was not strong enough to market in the US. We have been waiting for this new product, and we do plan to support it and market it in the US. It will be a hard battle, but we will put a good effort behind it.

TRANSLATION:

Our motto about advertising is like 7-UP: "Never had it, never will."

I hope that this excursion into how to "read my lips", or in this case, "read my blips", was a helpful one. Thanks to the people that participated in the online conferences for the questions, and to GENie and DELPHI for having the conferences.

\*\*\*\*\*

#### :HOW TO GET YOUR OWN GENIE ACCOUNT:

---

To sign up for GENie service:

Set your communications software to Half Duplex (or Local Echo)

Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).

Wait for the U#= prompt.

Type: XTX99587, CPUREPT then, hit RETURN.

GENie Announcements (FREE)

1. The NEW Windows RT opens horizons of opportunities tonight....WINDOWS
2. Final week to turn your friendships into prizes.....\*BUDDY
3. Special ST offer, for MEMBERS ONLY in.....SOFTCLUB
4. HURRICANE EMERGENCY MESSAGES sent to loved ones by ham radio..\*RADIO
5. Amiga Library Holds The Biggest Catches of the Summer.....STARSHIP
6. Special RTC on 8/30 with TOM CLANCY.....WRITERS
7. BOOKS - BOOKS - BOOKS: 20% off every title at.....READ-USA
8. A Dozen Roses Delivered Overnite - ONLY \$39.95 at.....LDROSES
9. Get The Fall Stock And Option Market Forecast.....SOS
10. This is your LAST CHANCE to get your ULs into.....MAINFRAME
11. It's not too late to win big prizes in the Scavenger Hunt....HOME
12. If you're above-average, you could win a VCR in.....TRIVIA
13. PRIZES in the Deutschland RT OKTOBERFEST Essay Contest.....\*GERMANY
14. Darlah's new FREE treat.....ST
15. Communication Software (MS-DOS) is our specialty in.....MUSTANG

## ST Roundtable Realtime Conference Special Events

September 2nd Fair Dinkum Realtime Conference  
(Wednesday) featuring a NEW product announcement.

September 9th  
(Wednesday)

Atari Falcon 030 RTC - Part II.  
Atari's Bill Rehbock provides a post-Duesseldorf followup to the Sam Tramiel RTC. Bill will provide more info on technical specifications, Falcon applications, pricing, and more.

All conferences begin at 10:00 p.m. Eastern Time

Last Week's Top Downloaded Programs/Utilities:

25390	MPLAY_13.LZH	X A.DOLORICO	920822	27776	149	29
	Desc: ALLMusic player for ST/STe v. 1.3					
25389	PAULA20.LZH	X OUTRIDER	920822	61056	130	29
	Desc: Paula 2.0 - the Ultimate MOD Player!					
25388	ZOO214.LZH	X W.PIKE	920822	81408	112	40
	Desc: Version 2.1.4 of ZOO File Compressor					
25394	SPC-3375.LZH	X J.PIERCE5	920822	13696	103	2
	Desc: DMJ's SPC-3375 v1.5 - New Features!					
25287	HZ_FLIP.LZH	X GRMEYER	920815	2432	74	2
	Desc: Flip-flop between 50/60 Mhz					
25355	GOGOST50.LZH	X M.CAWTHON1	920817	51712	69	2
	Desc: Gogo->ST v5.0 (File Launcher, best)					

GENie Information copyright (C) 1991 by General Electric  
Information Services/GENie, reprinted by permission

\*\*\*\*\*

```
> DUESSELDORF 1992 STR SHOW NEWS          WORLD PREMIER OF FALCON 030  
      "*****"
```

The 1992 Atari Show in Duesseldorf, Germany  
=====

World Premiere of Atari's new Falcon 030  
=====

by Oliver Steinmeier

August 21 - 23, 1992

The sixth Atari show in Duesseldorf gripped the attention of the worldwide Atari community. More than 50,000 Atari fans and professional users from many different countries came to see and buy new products from 166 exhibitors. Atari itself finally presented the long-awaited Falcon 030, which will be the first member of a new generation of Atari computers. This report covers only selected highlights of the show. The October edition of Current Notes magazine will feature greatly expanded coverage.

Atari Germany boss Alwin Stumpf, Atari president Sam Tramiel, Leonard Tramiel, Richard Miller, and Bill Rehbock led off the show with a press conference. Stumpf provided the first information that anyone had seen about prices for the Falcon. The smallest version (1 meg RAM, no hard drive) is going to cost 1398 marks, a 4 meg version with internal 65 meg drive costs 2298 marks, and the fully equipped 14 meg version, also coming with a 65 meg drive, will be available for 3298 marks. In an interview Sam Tramiel told me the prices for the US market. The smallest machine will cost \$799, the 4 meg Falcon will probably cost \$1295.

Given all of the technical data that had appeared in online conferences and magazines the crowds were naturally eager to see the magic Falcon "in action".

Atari was able to show some 30 machines at the show in their display area and at least another 40 machines in all the other Atari related displays. Visitors had plenty of opportunities for some real hands-on "getting acquainted" with the new Falcon 030. The main disappointment, however, was the hard disks in the new Falcons being devoid of all but the must have software. The control panel, a breakout accessory, and a graphics demo were about all available. MultiTOS, the new multitasking TOS operating system, was not installed.

The only cosmetics that set the machine apart from a 1040 STe were the slightly darker keycaps with white letters. The machines at the AtariMesse did not have a darker case, contrary to some published reports.

At the press conference, Alwin Stumpf announced special training for dealers who desired to sell the Falcon. This is to ensure that highly qualified dealers will be able to help new Falcon owners get the most out of their "personal" computers. According to Sam Tramiel mass production has already started. Dealers and all interested developers will probably get the first Falcons near the end of September, with major shipments to arrive in Germany during October. (Question: Don't a number of German developers have them already? Doesn't this last sentence imply widespread availability to developers in September?)

Stumpf also stated that there will not be any other models of the Falcon family introduced this year, thus attempting to quash rumors of a

Falcon 040 that had been appearing in magazines and the online services.

Although the demo Falcons did not sport much software, most developers have announced new products or updates for the new machines. A PC emulator board is being developed by Compo, HiSoft is working on a low-cost graphics program, and Trade It has already adapted all its products to the new machine. Also many programs that were written for the old ST line run on the Falcon without any problems, although it was surprising to many visitors that this software did not appear on the machines.

The Lynx II was shown in Duesseldorf together with a new game cartridge called "Batman Returns." Atari bought the exclusive rights for this game for the rest of this year, and they expect to come out with 3 new games each month until December.

In other news a Swiss developer showed a 68040 extension board that is said to be available for all STs and TTs in about two months. It is an external board that is supposed to be placed in a separate tower case. The speed of the prototype was very impressive; it scrolled a text in wordplus faster than Tempus could do it on a regular ST. The price will be about 3000 marks (\$2200).

Was the 1992 Atari Show the success Atari needs so badly? It's hard to tell at this time; most of the visitors seemed to be very satisfied with the show, and particularly with the Falcon. The exhibitors sold a lot of products, and therefore were satisfied with the show itself. The developers and dealers, however, are still skeptical about the Falcon's ability to bring them (and Atari) the success they need to survive. The technical "wizards" have done their job, it's now up to the marketing guys to make the Falcon the dream machine of a new generation of computer owners, to make it the "multimedia computer" and workstation for everybody's home.

For more information, facts, and rumors from the AtariMesse don't miss the expanded coverage in the October edition of Current Notes.

#### Made for the Real World: A Personal Media System =====

Most computer manufacturers seem to think that the real world is black & white, or drawn from a limited palette of colors. That sounds are nothing more than lo-fi noises. And that the real world consists of people who don't care about cost, compatibility of new machines with older software, or "improved" operating systems that cause problems instead of solve them (and who never need to work on more than one task at a time).

At Atari, we know better. Atari's world includes a vision in which advanced technology meets cost-effective production to create not just a great computer, but a great personal media system. We built the Atari Falcon 030 as a personal media system for the real world - a world with vibrant colors, crystal-clear sound, and people who want a computer to make their lives easier, not harder. Our personal media system allows manipulation of video, audio, text, animation and telecommunications - easily and affordably on a quality home system. Atari's personal media system for consumers is what multimedia systems should be for business people.

The Atari Falcon 030 is a "musical instrument". A "special F/X optical bench" for video. A better-than-CD-quality "digital recorder". An electronic canvas with more than a quarter million possible colors. A graphics workstation. An animation studio. A multimedia production center. An unflagging helpmate around the house. An experience that you've never experienced before. Simply stated, the Atari Falcon 030 is the first system that makes personal media possible. Here's why.

#### Proven Technology, Proven Software

-----

The Atari Falcon 030's heart is a Motorola 68030 processor (the same blazingly fast chip used in computers other companies sell for thousands more). It's teamed with a 32MHz Motorola 56001 Digital Signal Processing and a special Atari custom chipset that delivers state-of-the-art audio quality for music, speech, or special effects. With most computers, this kind of extraordinary audio capability is an expensive ad-on (if it's available at all). But in a personal media system, we design in quality audio from beginning. The Atari Falcon 030 delivers audio power without the price.

For video, the Atari Falcon 030 doesn't just offer Super VGA graphics, but also true color 16-bit mode (up to 640x480 resolution and up to 65,536 on-screen colors). It accepts external video sync for high-quality genlock, and - thanks to a unique overlay mode - makes titling and special effects a breeze. Graphics are fast, too, because of a dedicated, high-speed graphics coprocessor chip. Unlike computers that require costly (and sometimes temperamental) optional hardware to do pro-level video, the Atari Falcon 030 already includes what you need.

This level of integration and performance is what you'd expect from a company that has been making personal technology products since 1985. Yet, as the Atari Falcon 030 looks forward to the new generation of creativity and productivity, it hasn't forgotten the past. It will run virtually all programs for the industry-standard Atari St (as Europe's #1 computer during the '80s, a vast selection of pro-level ST programs are already available). But that's not all: there's standard MS-DOS file compatibility, and a wealth of ports for communicating with existing peripherals - as well as optional soon-to-be-released '386 PC emulation, or, Macintosh emulation, and several other exciting new types of peripherals planned for the future. In short, Atari has combined all of the ingredients for a true personal media system for use at home -or at the office.

#### A Sound Investment

-----

MIDI is the world-wide standard that allows technology products to communicate with today's musical instruments, recording devices, and stage lighting. Atari made the first computer to offer a built-in MIDI interface, which for all other computers requires an extra card or external box. Now Atari has upped the ante by adding the next logical step: integrated, high-quality digital audio. Whether you're a musician in need of digital audio recording or synthesis, a video production, an executive who saves time with voice mail messages, or a speech therapist rehabilitating children, the Atari Falcon 030's digital audio capabilities can provide the answer to your needs.

Yet even that just scratches the surface. Digital Signal Processing can produce special effects such as reverberation or echo, and hook into your home entertainment system to provide options like synthesized concert



hall ambience. Professional-quality speech compression and decompression, also available out of the box, are essential tools for those who need to fit sound to picture. For digital recording, the Atari Falcon 030 handles 8 discrete tracks at a time, without add-on boards or issues of compatibility. Between MIDI, digital recording, and multitasking, the Atari Falcon 030 provides the same - if not superior functionality to digital recording systems costing literally thousands of \$ more.

#### A Colorful Sight

-----

Artists can never have enough colors. That's why the Atari Falcon 030 can display more than 65,000 colors from a palette of 262,144 colors, and all of this can - if needed - be genlocked to professional video equipment. Corporate presentations take an astounding vibrancy. New vistas open up for the electronic artist. Programs become more intuitive, thanks to the sophisticated use of color. And entertainment - well, let's just say you've never seen this kind of richness before on any system. You no longer have to settle for anything less than a virtual rainbow of color.

#### The Fun Factor

-----

The best tools should be fun to use, and the Atari Falcon 030 is just that. Already, major software developers are so excited about this stunning personal media system that they've committed to providing programs that take advantage of the Atari Falcon 030's ground-breaking capabilities, we're not just talking ports from other platforms. You think you've seen flight simulators before? Just wait.

The Atari Falcon 030 finally delivers on the promise of a true personal media system for the home - that's equally comfortable adding surround-sound to your VCR, delivering interactive education, running a home security system, or simply providing entertainment after a day's work.

#### Power Without the Price

-----

Atari is dedicated to bringing high technology into the real world, for real people. We don't charge more than we need to just because we can get away with it. Our audience is not pinstripe clones or "blind lemmings", but those everyday users who want powerful, efficient, cost-effective tools.

The Atari Falcon 030 has been years in the making. It marries the business experience we've gained with the Mega and TT line, the musical edge that the ST series has always had, and the incredible color and speed that remain the hallmark of our video game technology. From these three apparently divergent sources, we've crafted a platform that's ready for your most challenging creative tasks - where color and sound blend seamlessly into a system that can truly be any kind of personal, creative tool you want.

Article 6415 (4 more) in comp.sys.atari.st.tech:

From: aeg03@rrz.uni-koeln.de (Jan T. Kim)

Subject: Re: Atari Messe News

Message-ID: <1992Aug25.111751.190949@rrz.uni-koeln.de-

Date: 25 Aug 92 11:17:51 GMT

References: <1992Aug24.085607.25593@prl.dec.com-

Organization: Regional Computing Center, University of Cologne,

In <1992Aug24.085607.25593@prl.dec.com- amos@prl.dec.com (Samos) writes:  
[...]

-For the characteristics, here we go:

-Bad News : nothing about multi-tos in the Falcon there..

It is, let's say, at least generally believed among the Atari people that MultiTOS will be shipped on disks along with the Falcons, which will become available during october. They kept telling people that TOS 4.0 in ROM and MultiTOS on disk is a good thing to have for the transition period, so people can test whether their software runs with MultiTOS but still have a chance to run those programs that crash on MultiTOS until the upgrades arrive.

The DSP is here, (we knew that, okay..) The falcon works on any monitor, VGA for example it has the old st resolutions, but also interlaced ones that flickers on a 'common' atari monitor, but not on a VGA one.. There is a new SCSI-II port and the bad news: The ACSI port is gone. But then, I'd speculate it won't be too difficult to construct an adaptor for using ACSI devices from the SCSI port of the Falcon.

The actual keyboard is looking like an ST one, but the buttons are black (this is important..), I mean they didn't change the design as they told it.

What's really important: The keyboard looks like the 1040 ST one (except ofr the darker color), but it doesn't feel like one. It's much rather comparable to the TT, but with the advantage of having the classic F-keys.

The new TOS is beautiful, the icons are like on the MAC, that means they are 3D, the windows have a shadow and I'll bring you more information during the day, when I get in touch with other friends...

```

+-- Jan Kim -- X.400:      S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de  +
|      Internet: kim@vax.mpi-koeln.mpg.de                               |
|
|*-----<  hierarchical systems are for files, not for humans  -----*

```

On a more distressing note, they said that from the looks of things, Atari hasn't changed a bit as far as their attitudes are concerned toward marketing and such. But on a brighter side, they mentioned that a prototype 68040-based Falcon was displayed and that another company has an 040 board for Mega ST's for around 3000DM (around \$2000).

Atari UK's favourite dealers have been promised stocks of Falcons by the end of September, no idea on quantities but these are likely to be the 4mb machines with no hard disk retailing at 499 UKP.

```
> FALCON RESOLUTIONS STR InfoFile      "There are too many resolutions!"
"*****"
```

Resolutions available on the Atari Falcon 030  
=====

Written by John Townsend  
(c) 1992 Atari Corp.

A couple of notes: Unlike previous machines, there are just too many resolutions to give each resolution a name. Therefore, I will do my best to describe what the resolution is and which monitor it is on.

- NOTE: TV and a Color Monitor are the same.. by Color Monitor, I am talking about the standard SC1224. By VGA, I mean a standard VGA Monitor.

40 column modes ( "column" means the number of x pixels divided by 8)

-----  
-----

4 color, normal, TV:	320x200,	4 colors, 2 planes
16 color, normal, TV:	320x200,	16 colors, 4 planes
256 color, normal, TV:	320x200,	256 colors, 8 planes True color,
normal, TV:	320x200,	true color
4 color, interlace, TV:	320x400,	4 colors, 2 planes
16 color, interlace, TV:	320x400,	16 colors, 4 planes
256 color, interlace, TV:	320x400,	256 colors, 8 planes True color,
interlace, TV:	320x400,	true color
4 color, normal, VGA:	320x480,	4 colors, 2 planes
16 color, normal, VGA:	320x480,	16 colors, 4 planes
256 color, normal, VGA:	320x480,	256 colors, 8 planes True color,
normal, VGA:	320x480,	true color
4 color, line-doubling, VGA:	320x240,	4 colors, 2 planes
16 color, line-doubling, VGA:	320x240,	16 colors, 4 planes
256 color, line-doubling, VGA:	320x240,	256 colors, 8 planes True color,
line-doubling, VGA:	320x240,	true color

80 column modes -----

2 color, normal, TV:	640x200,	2 colors, 1 plane
4 color, normal, TV:	640x200,	4 colors, 2 planes
16 color, normal, TV:	640x200,	16 colors, 4 planes
256 color, normal, TV:	640x200,	256 colors, 8 planes True color,
normal, TV:	640x200,	true color
4 color, interlace, TV:	640x400,	4 colors, 2 planes
16 color, interlace, TV:	640x400,	16 colors, 4 planes
256 color, interlace, TV:	640x400,	256 colors, 8 planes True color,
interlace, TV:	640x400,	true color
2 color, normal, VGA:	640x480,	2 colors, 1 plane
4 color, normal, VGA:	640x480,	4 colors, 2 planes
16 color, normal, VGA:	640x480,	16 colors, 4 planes
256 color, normal, VGA:	640x480,	256 colors, 8 planes
4 color, line-doubling, VGA:	640x240,	4 colors, 2 planes
16 color, line-doubling, VGA:	640x240,	16 colors, 4 planes

256 color, line-doubling, VGA: 640x240, 256 colors, 8 planes

and lastly.. there are compability modes for ST Low, ST Medium, and ST High on both VGA monitors and SC1224 monitors. (On a color monitor, ST High is achieved by using the interlace mode).

Also, the ST Monochrome monitor (the SM124) will work with Falcon030 as well. However, it only supports one resolution: ST High Resolution.

All modes on a TV can be overscanned. This means multiplying the X and Y resolution by 1.2. For example, modes with 320 pixels of horizontal resolution (X res) will become 384 pixels across, and modes with 640 pixels will become 768 across. Overscanning is done in the X and Y resolution. You can't do them independently. Special Note: On a VGA monitor, overscan is "faked".. since the video hardware doesn't have the capability to do overscan on a VGA monitor, we made it so that if a overscan mode is set on a VGA monitor, you still see the normal size screen, but the screen is a window onto the bigger overscanned image. Make sense? We did this for compatibility. This way if a game that has an overscanned startup picture can use the same pic on both the VGA monitor and the TV monitor. Pretty cool, eh? <grin>

BTW.. Overscan can NOT be set from the desktop. The AES and Desktop will work just fine with it, but because you can't see the parts of the screen, we thought that that option shouldn't be available from the desktop. We don't want to confuse people. However, Overscan can be set using a new XBIOS call (Vsetmode()).. so it is still available.

I hope I haven't made any mistakes. I triple-checked this document in search of errors and I couldn't find any. If you do find some, send me Email on GENie (to TOWNS) or CIS (70007,1135) and let me know.

-- John Townsend, Atari Corp.

PS. Anyone would would like to reprint this message, please do so!  
The smaller the number of times I have to type that message, the  
more my fingers with thank you! ;-)

After looking at this one more time.. one point to clear up: By saying SC1224 Color Monitor, I mean any Color Monitor that Atari have manufactured for the ST/Mega/STE/MegaSTE computers. Clear as mud? ;-)

```
> Glendale Show STR SHOW NEWS  
      " " " " " " " " " " " " " " " " " " " " " " " "
```

Jewel of the West Coast

GLENDALD SHOW  
=====

PRESS RELEASE UPDATE

The show will be held Saturday and Sunday, September 12-13, 1992 at the Glendale Civic Auditorium, 1041 N. Verdugo Road, Glendale, CA. Hours are 10:00 am to 6:00 pm on Saturday and 10:00 am to 4:00 pm on Sunday.

General Admission is \$6.00 per person with a two day pass costing only \$10.00. If you plan on attending and you live outside of Southern California you may get FREE admission by sending a self-addressed, stamped #10 envelope to:

H.A.C.K.S.  
249 N. Brand Bl. #321  
Glendale, CA 91203

And get a one day pass for two. SASE must be received by 9/4/92 to insure delivery.

For those of you who will be needing lodging we have made arrangements with the Burbank Hilton. Regular rates are \$119.00 per night but if you mention ATARI you will get a room for \$65.00 per night, single or double occupancy. Executive suites are also available for a per night charge of \$95.00. Reservations may be made by calling the Hilton at 800-643-7400 (in California), 800-468-3576 (inside the USA) or at 818- 843-600 (outside the USA). The guaranteed reservation cut-off date is August 20th. If you are quoted another rate ask for Roy Butler, Sales Manger.

This year The Glendale Show will be holding Desk Top Publishing Classes. There will be a \$25.00(US) fee for these hands-on classes. DMC (ISD) will be holding Beginners and Advanced classes for owners and prospective owners of Calamus SL. Classes will be held on Saturday and Sunday. Classroom size is limited. Make your reservations by sending a check for \$25.00(US) payable to H.A.C.S.K., 249 Brand Bl. #321, Glendale, CA 91203. Be sure to state the preference of day and class level. A confirmation will be sent, ten days prior to the show, by return mail stating which class you will be enrolled in. Enrollment in the classroom will also entitle you to admission to the rest of the show for the day of your class. Registration must be postmarked by 9/1/92. Look for our full-page advertisements in upcoming issues of AtariUser and Atari Explorer magazines.

If you have any questions send mail to:

H.A.C.K.S.  
249 N. Brand Bl. #321  
Glendale, CA 91203  
or  
leave GEmail to John.King.T  
or call:  
John King Tarpinian at 818-246-7276.

List of the exhibitors and demonstrators for the THE GLENDALE SHOW

ATARI CORPORATION  
THE COMPUTER NETWORK  
COMPUTER SAFARI  
OREGON RESEARCH ASSOCIATES  
CLEAR THINKING  
D.A. BRUMLEVE  
SUDDEN INC.  
FAIR DINKUM TECHNOLOGIES  
MICRO CREATIONS  
BRANCH ALWAYS  
MID-CITIES  
COMP-SOFT  
FREEZE DRIED SOFTWARE

McDONALD & ASSOCIATES  
WINTERTREE SOFTWARE  
BEST ELECTRONICS  
JMG  
COMPO  
ICD  
S.D.S.  
CODEHEAD  
FAST TECHNOLOGIES  
LEXICOR  
MIGRAPH  
DRAGONWARE  
GENIE  
ISD/DMC  
BECKEMEYER  
BIO ILLUSTRATIONS  
GRIBNIF  
GADGETS BY SMALL  
ST INFORMER MAGAZINE  
ATARI EXPLORER MAGAZINE  
ATARIUSER MAGAZINE

PLUS DEMONSTRATIONS BY:

BAREFOOT SOFTWARE  
STEINBERG/JONES  
DIGITAL F/X  
GOLDLEAF  
SOFT-LOGIK

USER GROUP BOOTHS:

A.C.A.O.C.  
SOUTH BAY A.C.E.  
NOCCC-ST SIG  
R.A.M.  
L.O.C.H. ACE  
H.A.C.K.S. (host club, no booth)

John King Tarpinian  
Faire Chairperson  
The Glendale Show

```
> THE TREASURE CHESTS STR Feature  
  " " " " " " " " " " " " " " " " " " " " " " " " " " " " "
```

NEW AVAILABLE FILES

GOODIES GALORE!  
=====

The summer months are SLOW months for computer users and software developers alike. I can't say that I blame anyone for wanting to get outside and away from the keyboard during the warm beachy days. I have slipped away from mine more than usual the last few months. Surely as Fall approaches so will the influx of new software both of the PD/Shareware type and hopefully the commercial genre also.

So when you log onto your favorite BBS (either pay-for-service or user group type) and you don't find volumes of new software posted, don't despair, remember this is summer, and unlike the flood of summer rains, the floods for computer software/hardware come in the fall and winter.

The STaR Value rating is scaled from 0 to 10. 10 being the highest (best) rating.

On with the show...

FILENAME : TERADESK

SIZE : 135936 bytes

UPLOADER : GRMEYER <Genie>

STaR Value: 6.5 for users of TOS 1.6 and below, 2 for TOS 2+

DESCRIPT :

This is a relative new desktop replacement similar to TOS 2.05/6. The program is easy to install and contains many of the same features as the new TOS's have. Custom program and drive icons are permitted. The documentation for TERADESK is in German but the "desktop" is in English. If you are not a user of NEODESK or KAOSDesk or you don't have TOS 2.5+, then give this program a good looking over.

FILENAME : ZOO 2.1.4

SIZE : 81408

UPLOADER : W.PIKE<Genie> FREDTUT<DELPHI>

STaR Value: 7.5

ZOO version 2.1.4 is a must have if you are to have a complete set of extraction programs. ZOO 2.1.4 is GEM interfaced for "standard" usage.

FILENAME : SHADOW TERM II

SIZE : 176768

UPLOADER : FREDTUT<DELPHI> M.FORGET<Genie>

STaR Value: 7.5 (\*DEMO\*)

Shadow Term II is a very nice looking Terminal program that uses standard GEM type user interface. There are some nice features in this program and it is a worth the D/L time to examine this program.

FILENAME : MULTI-PLAYER 1.3

SIZE : 27776

UPLOADER : FREDTUT<DELPHI> A.DOLORICO<Genie>

STaR Value: 8.5

Latest version of MPLAYER. This is a desk accessory that allows the ST and STe to playback

MANY different types of "chip" music including  
Amiga MODs. This is an excellent program!

FILENAME : PAULA 2.0  
SIZE : 61056  
UPLOADER : OUTRIDER<Genie> LUXFRANK<DELPHI>  
STaR Value: 8.0

This MOD player is greatly improved (wasn't bad  
to begin with) with this version and has many  
nice features added. Close call when deciding  
between PAULA 2.0 and MultiPlayer 1.3.

FILENAME : MODS Volume 13  
SIZE : 512994  
UPLOADER : BIBLINSKI<DELPHI>  
STaR Value: 8.5

Here is a set of 10 MOD files. Excellent quality.  
BEAT\_MAS-DELTROUS3-EXILE-HYMN-LITTLECH-NO\_SENSE  
PT-SHADOWFI-UNDERGRO-VERTICAL

FILENAME : REFBASE 1.4  
SIZE : 217171  
UPLOADER : BIBLINSKI<DELPHI>  
STaR Value: UNRATED

REFBASE 1.4 is a database program for storing  
scientific references. Primarily designed for  
handling titles for publications which have  
appeared in journals. The documentation give MANY  
features for which I am unable/unqualified to  
use/verify.

FILENAME : Spectrum NUDES  
SIZE : Varied  
UPLOADER : A.FASOLDT<Genie> GREGTATE<DELPHI>  
STaR Value: 6.0 - 8.5

This group of GIF -> SPC conversions are of good  
to very good in quality. 29 total files.

FILENAME : TURBO ASSEMBLER PACKAGE  
SIZE : 186052  
UPLOADER : BIBLINSKI<DELPHI>  
STaR Value: UNRATED

Turbo Assembler package from Sigma Software(the  
MIDI MAZE II folks). This is touted to be a nice  
shareware assembler package. The documentation is  
in German. :(

FILENAME : MODULA2 Package  
SIZE : 330309  
UPLOADER : BIBLINSKI<DELPHI>  
STaR Value: UNRATED

Shareware version of a supposedly good Modula2  
compiler package also from Germany. Documentation  
is in German. :(



Here is a QuikLook at some of the other fine uploads to be found on the Major PFS(pay-for-service) networks:

FECYPHER<Genie> - File encryption  
GOGOST5.0<Genie> - File Launcher  
ST2TTPIC<Genie> - Spectrum/Raytrace to TT .PNT Convert  
  
T-TERM12<Genie> - TeddyTerminal file tranfers shell.  
MENUMAKE<Genie> - Menumaker for GFA BASIC (updated)  
HZ\_FLIP<Genie> - Flip-flop between 50/60 Hz  
SLACKPAK<Genie> - "BOB" Picture files- GREAT!  
RAYVERT2<Genie> - V2.0 Raytrace to Spectrum converter

Well, that is just some of the highlights of the last week, there were MANY more files and pictures and demos and informational postings and ... I think you understand. If you drop by ANY of the PFS networks, drop me a line in E-Mail and say hello (or critques). My online address on GENIE is D.HELMs, Delphi-STaRtwo and 71053,44 on CIS. Look for an upcoming review of MegaCheck 1.22 and the latest update to Touch-Up, version 1.8. Until then... G'day

---

> STReport CONFIDENTIAL "Rumors Tidbits Predictions Observations Tips"  
"\*\*\*\*\*"

- Hartford, CT SHOW ORGANIZER MAY HAVE TO PAY FOR GRAND PRIZE TT!  
-----

During an interview with Brian Gockley, show organizer of the recent CTFEST'92, it was mentioned that the TT030 given away as a Grand Prize at the close of the show was a last minute decision by Gockley. Its being a Grand Prize to be given away at the show was not cleared with Atari, Bob Brodie stated he had to get it cleared and if not the TT would have to be paid for at developer cost. When asked about the TT and the story of its being used and having commercial software on the hard disk, Brian replied it was new and the software was being used for demonstration purposes during the show. The TT030 was new and opened for the show it had all of two days use at the show. While certain developers may have been somewhat upset by their software being left on the TT's hard drive it was an innocent decision to leave it there at the time it was won. The original plan was for the winner, Kevin Champagne to wipe the drive clean. Apparently is process of selling to the TT030 at the last minute, it was overlooked. Gockley said. Brian Gockley went on to apologize for any inconvenience he may have caused.

- Boca Raton, FL CIS'S RON LUKS ANNOUNCES REHBOCK CIS CONFERENCE  
-----

Announced today, Compuserve will host an online conference featuring Atari's Bill Rehbock in the Electronic Convention Center (go convention).

The Convention Center will feature special rates for this event. It will be held on Sept. 08, 1992 at 8:30pm EDT - 5:30pm PST. The Falcon and its technological wonders are part of the conference's featured areas of discussion.

- Reston, VA

WAACE SHOW PRINCIPALS & ATARI MAKING PLANS

-----

In a short discussion today it was revealed that WAACE officials are in communication with Atari and they hold great expectations for the show and Atari. Most observers feel that Atari's presence should be more than evident since the WAACE show is the annual east coast traditional event. WAACE is where everyone on the eastern side of the USA "celebrates Atari". Besides, it makes good sense to put a smile on everyone's face when Atari is debuting the new Falcon 030.

- New York City, NY

MANNY'S TO DROP ATARI LINE?

-----

According to our source, Manny's Music, a long time Atari dealer in the Big Apple is quite upset with Atari as a result of the information they received about the Falcon's disappointing holiday timetable. STR's correspondent was told; "When they were told it would be another dry Christmas all hell broke loose!" Hopefully, renewed negotiations will perhaps bring about a change of heart.

\*\*\*\*\*

STReport's "EDITORIAL CARTOON"

\*\*\*\*\*

> A "Quotable Quote"

"I've got a Bridge in Brooklyn for sale..!"

\*\*\*\*\*

"My new office, which has a better view than my old one, is so far quite satisfactory. And Richard Miller is in my old office. The Forbes article was a mish-mash and misconstrued article full of half truths. We are anxiously awaiting the release of the Atari Falcon to bring us back to the forefront. The article has given us some laughs, but otherwise has not affected us."

... Sam Tramiel 08/92

```
> ABCO SPECIALS! STR InfoFile      * NEW 1992 Prices!  MORE Products! *
```

---

**\*\* EFFECTIVE IMMEDIATELY! \*\***

NOTICE: ABCO will BEAT OR MATCH \* ANY \*  
Advertised or Invoiced price \* WE WILL NOT BE UNDERSOLD!

ABC COMPUTER CONSULTANTS  
P.O. Box 6672 Jacksonville, Florida 32236-6672  
Est. 1985

Voice: 904-783-3319 10 AM - 4 PM EDT  
BBS: 904-786-4176 12-24-96 HST  
FAX: 904-783-3319 12 PM - 6 AM EDT

## HARD DISK SYSTEMS TO FIT EVERY BUDGET

All systems are complete and ready to use, included at NO EXTRA COST  
are clock/calendar and cooling blower(s).

```
*-ALL ABCO HARD DISK SYSTEMS ARE FULLY EXPANDABLE-*
```

(you are NOT limited to two drives)

(all cables and connectors installed)

- Available for all Platforms -

```

- * ICD LINK HOST ADAPTERS USED EXCLUSIVELY * -
  WE PAY SHIPPING & INSURANCE!!! >UPS!<
                (Cont. USA)

```

VISA - MASTERCARD - NO SURCHARGE!

\*\*\* NEW!!! ULTRA MODERN "SUPER STYLE" CABINET \*\*\*  
DELUXE 2 bay Cabinet W/65w Auto PS & Blower \$119.00  
Cabinet & ICD LINK Host [Hard Disk Ready] \$ TBA

Model	Description		Autopark	Price
SGN4951	51Mb	3.5 "	Y	419.00
SQN1096	83mb	3.5 "	Y	519.00
SQN2055	120mb	3.5 "	Y	574.95
SQN1296	213mb	3.5 "	Y	839.00
SQN4055	340mb	3.5 "	Y	1310.00



CUSTOM CONFIGURATIONS AVAILABLE

\*\* ANNOUNCING THE NEW! -> ABCO CD-ROM! \*\*  
:Special Introductory offer:  
ABCO CD-ROM \$489.95

Listed above are a sampling of the systems available.  
Prices also reflect various cabinet/power supply configurations  
(over sixty configurations are available, flexibility is unlimited)

\* IBM - MSDOS - AMIGA - ATARI - APPLE - MACINTOSH \*

ALL UNITS COMPATIBLE WITH --> SUPERCHARGER - AT/PC SPEED - GCR  
LARGER units are available - (Custom Configurations)

\*>> NO REPACKS OR REFURBS USED! <<\*

- Custom Walnut WOODEN Cabinets - TOWER - AT - XT Cabinets -

Atari SLM 804, SLM 804PCV Laser Toner Kits  
Memorex 2108, 5287  
Oasys Laserpro 5287, 5308, Express 830, Express Series II  
Silver Express, Gold Express  
\*\* \$41.95 shipping Included \*\*

Atari SLM 605 Laser Toner Kits  
AT&T 593, CAF Laser, DSI Laser, DTP Systems, Epson EPL-6000  
Facit P6060, Fontx Syslaser, Harris3M 2006, M-Tally MT905  
Microtek Turbo PS, OAS Laserpro Executive, Packard Bell 9500  
TEC LB 1305, Toshiba PageLaser 6  
\*\* \$41.95 shipping included \*\*  
(TWO Toner Carts Incl.)  
Panasonic Laser Toner Kits  
Panasonic KX -P 400 series, Panafax UF-750 Facsimile  
\*\* \$41.95 shipping included \*\*

-- ALL TONER KITS \* IN STOCK \* --

\* Toner Starter Kits-\$62.95 \*  
\* Replacement (804) Drums-\$186.95 \*

ABCO is PROUD to announce the acquisition of  
the exclusive U.S.A. distribution rights for  
\*\* Bitblit Software's ///Turbo Board BBS. \*\*  
This fine Atari ST BBS system software and  
user support is available through ABCO to all  
Turbo customers in the USA. Call for current  
pricing.

>> MANY other ATARI related products STOCKED <<  
ALL POWER SUPPLIES UL APPROVED

-\* 12 month FULL Guarantee \*-  
(A FULL YEAR of COVERAGE)

WE PAY SHIPPING & INSURANCE! >UPS!<  
(Cont. USA)  
QUANTITY & USERGROUP DISCOUNTS AVAILABLE!

---

DEALERS and DISTRIBUTORS WANTED!

please, call for details

VISA - MASTERCARD - NO SURCHARGE!  
Personal and Company Checks accepted.

ORDER YOUR NEW UNIT TODAY!

CALL: 1-800-562-4037    -=\*\*=-    CALL: 1-904-783-3319  
Customer Orders ONLY    Customer Service  
9am - 8pm EDT  
Tues thru Sat

ABCO is EXPANDING!!    CALL FOR INFORMATION!

SEND FOR YOUR NEW ABCO CATALOG TODAY!

THE CATALOGS ARE DONE! &    BEING MAILED!

\*\*\*\*\*  
STReport International Online Magazine  
[S]ilicon [T]imes [R]eport  
Available through more than 10,000 Private BBS systems WorldWide!  
\*\*\*\*\*  
STR Online!    "YOUR INDEPENDENT NEWS SOURCE"    August 28, 1992  
Since 1987    copyright (c) 1987-92 All Rights Reserved    No.8.35  
\*\*\*\*\*  
Views, Opinions and Articles Presented herein are not necessarily those of  
the editors/staff, PCReport, STReport, AMReport, MCReport.    Permission to  
reprint articles is hereby granted, unless otherwise noted.    Each reprint  
must include the name of the publication, date, issue number and the  
author's name.    The entire publication and/or portions therein may not be  
edited in any way without prior written permission.    The entire contents,  
at the time of publication, are believed to be reasonably accurate.    The  
STR editors, contributors and or staff are not responsible for the use or  
misuse of information contained herein or the results obtained therefrom.  
\*\*\*\*\*